# LICENCE AGREEMENT

## IMPORTANT NOTICE

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# SYSTEM REQUIREMENTS

## MINIMUM

| | |
|---|---|
| Operating System: | Windows 95 and 98 |
| CPU Type and speed: | 166 MHz Pentium processor or compatible mmx™ and non mmx™Cyrix PR 233 MHz, AMD K6-2 266 Mhz |
| Memory: | 32 MB of RAM |
| CD-ROM speed: | 4x speed CD-ROM |
| Hard disk: | 250  MB of hard disk space |
| Compulsory 3D Graphic Accelerator Card: | All cards compatible with Dx6 tested chipset: VOODOO 1, VOODOO 2 and VOODOO 3 (3DFX), ATI rage pro, Power VR2, Matrox  G200 and G100, S3 savage 3D, Intel 740, Nvidia TNT, Riva 128, Permedia 2. |
| Other requirements: | Keyboard; VRAM 2 MB |

## RECOMMENDED

| | |
|---|---|
| Operating System: | Windows 95 and 98 |
| CPU Type and speed: | 233 MMX™ AGPCyrix XXX, AMD K6-2  xxx |
| Memory: | 64 Mb of RAM |
| CD-ROM speed: | 8x speed CD-ROM |
| Hard disk: | 250 MB of hard disk space |
| Compulsory 3D Graphic Accelerator Card: | All cards compatible with Dx6 tested chipset: VOODOO 1, VOODOO 2 and VOODOO 3 (3DFX), ATI rage pro, Power VR2, Matrox  G200 and G100, S3 savage 3D, Intel 740, Nvidia TNT, Riva 128, Permedia 2 |
| Other requirements: | Keyboard and Joystick; VRAM 8 MB |

# INSTALLING TONIC TROUBLE

1. Before installing, close all other applications.

2. Insert the Tonic Trouble Disc into you CD-ROM drive and wait a few moments until the installation screen appears.

3. The installation screen has to appear automatically on screen. If this does not happen, double-click on the InstalTT icon located on your CD-ROM.

4. Click on the Install button to begin the installation process and then follow the on-screen instructions.

5. The installer will automatically select the possible installation modes according to your PC set-up. Choose the configuration that fits your system and click on Install to complete the installation. The option you choose influences how well the game will perform. The maximum installation will take place on your hard disk but it will be faster to load the different maps and menus.

6. By default, Tonic Trouble will be installed in C:\UbiSoft\Ed

7. Once the installation is complete, click on Play. Click on Quit, if you want to quit the setup.

8. You will also be able to run Tonic Trouble by choosing Start/Programs/Ubi Soft Games/ Tonic Trouble/1 To Play Tonic Trouble from the Windows Start Menu. Make sure you have the game disc inserted in your CD-ROM drive. This is required to play Tonic Trouble.

9. The first time you play the game, the SetupTT program will be automatically launched.

   You will be able to access most of these settings in the option menu in the game (see the option section below).

   However, some can only be changed from this menu. These are :
   **Driver**: allows you to choose the 3D card that will run the game
   **Texture memory mode**: this option allows you to choose the mode used to change graphic textures in the game. The option by default uses all the memory ("All Memory"). You can chose to limit the size of the memory by selecting "Limited Memory". The option "No AGP" uses only the memory of the video card
   **Textures Memory Size**: allows you to select the size of the memory when "Limited memory" is selected in the previous option.
   **Buffering**: The option by default is Double Buffering. The Triple buffering allows you to

accelerate the game. This option is not supported by all video cards. If you need to access this program after you have played Tonic Trouble, launch SetupTT.exe in C:\UbiSoft\Ed.

## 3D SOUND PROGRAM

Snd3dSetup is a program exclusively for use by players possessing a 3D sound card. By default, this program is installed in C:\UbiSoft\Ed\Dll

This program enables the player to:
1) Select the driver to be used in the game
2) Adjust the maximum number of sound effects to be played simultaneously
3) Specify the audio listening system
4) Test the audio installation

### 1) CHOICE OF DRIVER:
Select the driver from the list or click "automatic choice at runtime" and the game will automatically set the driver as default.

### 2) CHOICE OF NUMBER OF SOUND EFFECTS TO BE PLAYED SIMULTANEOUSLY:
Use the equalizers to select the desired number or click on "automatic choice at runtime" and the game will set it to default.

### 3) CHOICE OF AUDIO SYSTEM:
Click on the system that corresponds to the audio configuration of your computer.

### 4) AUDIO INSTALLATION TEST:
Click on "test speakers".

### EXPLANATION OF DIFFERENT BUTTONS
**Ok**: Apply the changes and exit the program
**Cancel**: Exit the program without applying the changes
**Restore initial Settings**: Reset the configuration that was actived at the beginning of the program
**Default settings**: Reset the configuration to the game's default setting
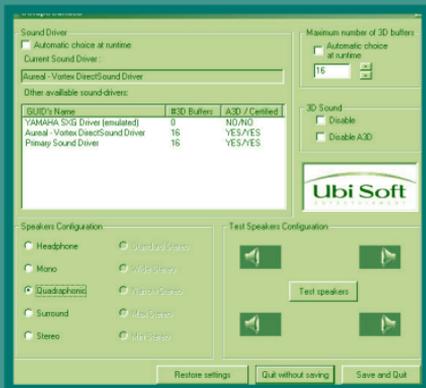
**IMPORTANT!**

Tonic Trouble uses the Microsoft DirectX 6 drivers. Your computer will automatically in-stall them if you do not already have them. When DirectX installation is complete, you will need to restart your computer for the new drivers to take effect.

## UNINSTALLING TONIC TROUBLE

There are 2 ways of uninstalling Tonic Trouble:
1. From Windows, choose the option Uninstall from Start/Programs/Ubi Soft Games/
   Tonic Trouble/2 To uninstall Tonic Trouble.
2. Insert the Tonic Trouble CD-ROM, and click on the Uninstall button from the installation screen.

## TRIP INTO A WORLD OF TONIC TROUBLE!

### SPLOOSH!

One little spill, and the Earth turns into a complete mess!

Ed, a friendly, careless alien, accidentally dropped a mysterious can of Tonic onto Earth during a scientific exploration of the galaxy.

Upon hitting the Earth, the Tonic can's contents unleashed a series of bizarre mutations affecting humans, plants and animals alike! Snow-capped mountains began to rise out of nowhere, oceans appeared and disappeared, rivers filled with sangria, and plants and animals began metamorphosing into strange and dangerous beings!

Ed is ordered to repair his blunder and is sent back to Earth to retrieve the Tonic can before it causes new disasters. But the Tonic can has fallen into the hands of a brutish, shiftless ruffian, giving him great powers. This lowlife villain named Grögh the Hellish has declared himself Master of the Earth!

Ed will need all the help he can find to get out of this Tonic Trouble! To remedy this ecological disaster, Ed will have to explore weird worlds and accomplish perilous missions. Ed will encounter and sometimes fight loony characters including Killer Vegetables, paranoid inventions and dangerous Hellings Guards.

Ed's tiny space capsule has just landed on Earth. Ed sees the incredible transformation that has taken place and finds that Grögh is in possession of the Tonic Can.

Oh, Ed! You've really done it this time!

# THE MENUS

Each part of the game menu is described below. After game installation, if you decide to run the game, you automatically go to the Main menu. The Main menu presents 5 possible choices:

START GAME - OPTIONS - TONIC ON-LINE - CREDITS - QUIT

In each page of the menu, the selection is made with the arrow keys of the keyboard, the direction buttons of the joypad and the control stick of the joystick, or the mouse. To validate the selection, press ENTER (or press button one if you are using a gamepad). You can go back to the previous menu by pressing the Escape key (or button two on the gamepad).

## MAIN MENU

### A. Start game

#1 New game:   Enter a name for the game and press ENTER to start the game.

#2 Load game:   Play one of your previous saves by selecting the corresponding slot and pressing ENTER. You will automatically start from your last saved spot.

B. Options

#1 Game:          - Camera: sets the camera control
                   * Dynamic: comes back behind Ed immediately once he stops moving
                   * Static: stays in its last position once Ed stops moving

                   * 1 sec. Delay: comes back behind Ed one second after he stops moving.
                   - Display Texts: Optional display or not of the dialogue subtitles of
                     the dialogues.
                   - Display Scores: choose what scores are displayed while playing.
                   - Synchronised: if you choose to have the game synchronised, it will not run
                     at a speed of more than 60 frames per second.

**#2 Video:**   Allows to set video options. Depending upon the power of your PC, the video options will be higher at an acceptable frame rate:

- Resolution: sets the graphic resolution
- Screen size: sets the screen size
- Detail: sets the level of graphic details
- Validate: if you change some of the video options, validate them before exiting this menu.

**#3 Sound:**   Sets Sound, Music and Character's Voice volume.

**#4 Controls:**   Select how you are going to control Ed: Keyboard only, Keyboard and paddle, or Keyboard and joystick. Once you have selected the type of control, you can change the setup of your keyboard, joystick or paddle. To assign an action to a key, select the action with the arrow keys on your keyboard, press ENTER to invalidate the current key, and validate by pressing the desired key (or paddle button). The "Reset to default" option sets the configuration to its original value.

**#5 Replay Intro:**   The introduction can be skipped by pressing the Space Bar, ENTER, or the Escape button

## C. TONIC ON-LINE

This option makes a connection to the Tonic Trouble Web page

## D. CREDITS

Displays game credits. The credits can be skipped by pressing the Space Bar, ENTER, or the Escape button

## E. QUIT

Quit Tonic Trouble.

## INVENTORY MENU

To enter the inventory, press "F1".
To switch between the pages of the inventory, press "F1" again.
Press Escape to resume the game play.
The inventory shows how many lives, bees and mercury Ed has left. It also shows the number of the Doc's objects you have collected. Additionally, you can see how many thermometers and bonuses you have found in your current map.

## IN-GAME MENU

While playing, press Escape to access the in-game menu.
Three possible choices will be presented:

**Resume Game**:  To return to the game
**Options**:  These are the same options as in the Main Menu
**Main Menu**:  To quit your current game and go back to the Main Menu.
The game will be saved up to the last save point.

## ED'S KEYBOARD CONTROLS

**By default, the controls are:**

Run..................................................................Directional Arrows, Stick or Directional buttons

Walk.................................................................Left Shift + Directional Arrows,
Stick or Directional buttons

Shoot ...............................................................Left Alt +Directional Arrows,
Stick or Directional buttons

Jump................................................................Z (note: only on QWERTY keyboards)
W (note: only on AZERTY keyboards)

Hit with the stick/Fire ...........................................Spacebar

Talk/read panels.................................................Action, Fire or Jump

Swim................................................................Use the Directional Arrows,
Stick or Directional buttons to swim on the water surface.
Press the Jump button to jump out of the water.
Press Action to swim under water, and the arrows
for direction.

Action ..............................................................Left Ctrl

The action will vary depending on the gaming situation. It will commonly be used to activate
the blowpipe. Depending upon the situation, Ed can press switches, lift objects and use his stick
as a rudder.

## CAMERA CONTROLS

**Use the numeric keyboard arrows to choose the viewing angle:**

Shift from 2 different camera angles .............. 2

Rotate the camera to the left ........................... 1

Rotate the camera to the right ........................ 3

Place the camera behind Ed ........................ Left Alt

Wide angle view ........................................ 0 + directional arrows

Look down ................................................... 0 + up arrow

Look up ........................................................ 0 + down arrow

Look left ....................................................... 0 + left arrow

Look right .................................................... 0 + right arrow


## ED'S JOYSTICK OR JOYPAD CONTROLS

To change the default controls of your keyboard, joystick or joypad,
go to Option/Control from the menu.

Select the control you wish to change.

Press ENTER to deactivate the control.

Press on the key or the button for which you would like the selected action to be allocated.

Some keys can not be chosen for controlling Ed since they are needed for the interface.
These keys include: Tab, Escape, Enter, all Function keys (F1, F2, etc), all keys of the numeric
keypad, ^, [ , Print Screen, Scroll Lock, Pause, Caps Lock, Enter.

Control + Alt + Delete is not functional when Tonic runs.

## SUPER ED

By taking popcorn from a popcorn machine, Ed will transform himself into a strong and powerful alien. That way, he can open steel gates and have a lot of fun with his enemies. When you're in front of a popcorn machine, press Action. If you want to open a gate, press the same key. For punching your enemies, press the Jump (to kick) or Fire (to hit) keys.

## BLOWPIPE MODE

Press the action button (Left Ctrl) to pull out the blowpipe. Press it again to return to the normal mode. Use the Arrows, Stick or directional buttons to move with the blowpipe. Use the Fire key (Spacebar) to shoot bees from the blowpipe. You can jump with the blowpipe by pressing the Jump key. The shoot key (Left Alt) + arrow/stick/directional buttons allows you to side-step in this mode too. If you keep the Look (button o from the numeric keyboard) pressed while you are in the Blowpipe mode, you will shift from a third person to a first person view. Press it again to return to a the third person view. The Arrow, Stick or directional buttons will enable you to move your viewing perspective. When you are in first person view, the Jump key will be used to slow down the move of your viewing perspective. Press the L key if you want to activate or remove the blowpipe beam.

## FLYING MODE

Press quickly the Jump key (W) a second time when in the air. Ed's bow tie will open. He automatically will have his blowpipe activated. Use the arrows/stick/directional buttons to fly up, down, left or right. Press the Jump key (W) again to come back to the normal mode. Press Fire (Spacebar) to shoot with the blowpipe. Press the Starfe key (Left Alt) to slow down the flying.

## DEEP SWIMMING

At certain depths, Ed will put a glass jar on to swim even deeper. Allowing him to explore new territories. To go underwater, press the Action key (Left Ctrl) and the up-arrow/up button or move your stick upwards. Continue to press the Action key to swim underwater.

## POGO STICK MODE

Press the Jump key (W°) to jump. Once in the air, press Action (Left Ctrl) so to make Ed step on the pogo stick, and use the Arrows/stick/directional buttons to move. Press Fire (Spacebar) to hit the ground. Press the Action key (Left Ctrl) again to come back to the normal mode.

# MAIN CHARACTERS

## ED
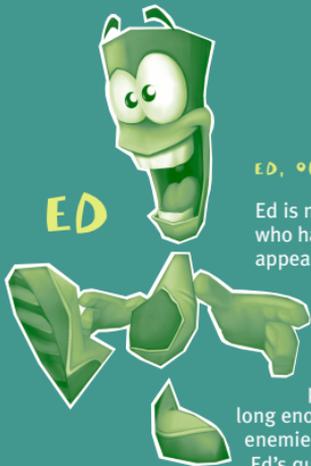
### ED, OUR HERO!

Ed is not your typical Super-Hero. In fact, Ed was just a spacecraft worker who happened to make a big mistake — which he's now got to fix! Ed may appear puny, silly and a bit pitiful. But don't be too quick to pass judgement. Although he is a small, clumsy guy often in a world of his own, Ed just might end up surprising you!

It won't take long for you to discover that one of Ed's helpful tricks is his ability to transform himself into "Super Ed" by eating popcorn. This powerful alter-ego only lasts for a short while, but long enough for Super Ed to overcome various obstacles and defeat some enemies. So, be sure you don't miss any of the popcorn machines along Ed's quest to save the world!

### GRÖGH THE HELLISH

Grögh is a domineering, arrogant, authoritative, fastidious, and very crafty brute. Grögh wants to preserve everything he acquired after declaring himself Master of the Earth. Since the source of his power is the Tonic can, Grögh will do everything he can to ensure that it is well protected.

**Data File**: Grögh
**Aim in life:** To remain the uncontested ruler of the planet.
**Friends**: No friends, ever.
**Allies**: The Hellings obey Grögh and act on his behalf. Grögh counts on the Balloon Guards to stay in power. The people of Atlantis grow seaweed required for the manufacture of Grögha Gola. They rely on this business, and they are always ready to do him favors.
**Enemies**: That little worm Ed. If he ever gets his hands on him, Grögh will make him sorry for interfering with the Ruler of the Earth! The Killer Vegetables are annoying to Grögh, but don't represent any real threat.

## GRÖGH

### THE DOC

Originally a genious and prolific inventor, the machines Doc built are now out of control. To protect him, the Robot Suitcase – the Doc's most brilliant achievement – is keeping him in a state of enforced imprisonment.

The Doc has invented an extremely economical and very effective way of flying – but he can't share it with the world! Ed must set the poor Doc free from his golden prison, and in return, he'll win the undying friendship of the Doc. This friendship will prove very valuable in the treacherous and wacky adventure Ed is in!

**Data File**: The Doc
**Aim in life**: To invent more diverse and complex machines deserving of his brilliant brain.
**Friends**: Ed, when he sets the poor Doc free from his golden prison.
**Allies**: The Robot Suitcase.
**Enemies**: None, since he has only rarely left his cave.

### SUZY

Suzy is the Doc's daughter. Shallow, flirty, teasing and witty, she is bored and distressed because her fashion-conscious world has been turned upside down.

**Data File**: Suzy
**Aim in life**: To find the person who will restore the planet, allowing hair salons and fashion shops to re-open. To marry this hero and appear on magazine covers.
**Friends**: Female companions with whom she shares the last bottle of tan cream left in the village.
**Allies**: Ed, even if she sometimes thinks he's a bit ridiculous – he's still her only hope.
**Enemies**: Anyone responsible for her credit card no longer working.

SUZY

## PHARMACIST

**Data File**: Traumatised in very early childhood as a result of being forced by his parents to drink boiling soup, the pharmacist has sworn to take revenge on men and vegetables. This passion has led him to take up with Grögh in order to benefit from the powers of the can. Thanks to the can he has concocted "grögha", a terrible mixture that changes the way vegetables behave, and affects anyone unwise enough to put it to their lips.
**Aim in life**: To transform men and vegetables in his image. The problem is that he's mega-ugly.
**Friends**: He loves only himself and never, ever smiles, except maybe at the laboratory rats that he takes pleasure in delivering up to the local cats in his spare time.
**Ally**: Grögh, whom he manipulates and flatters hypocritically in order to keep the can.
**Enemies**: Earth and everything on it...

## AGENT XYZ

**Data File**: Leader of the Resistance against Grögh, Xyz id a top spy who can get into even the most secret places. Although his true identity remains a mystery, clues such as his sense of authority, his knowledge of vegetables and his ability to camouflage himself hint at a military man used to dealing with desperate situations.
**Aim in life**: To put an end to the chaos which has reigned on Earth since the fall of the can.
**Friends**: as a spy, Xyz trusts no-one, which seriously limits his circle of friends.
**Allies**: All the members of the Resistance, in this case just one person – Ed.
**Enemies**: Grögh and, especially, the pharmacist.

AGENT XYZ

COOKING GUARD

### HELLING GUARDS

The Helling Guards were created by Grögh and are actually great big skins full of nothing... just hot air! This doesn't stop them being particularly nasty when Grögh requires them to be — and they always obey their master. They hate filthiness and neglect and will punish anyone who soils them, even by accident. They are an extremely egotistical group, to the point of obsession over their strong, well-toned bodies!

**Data File**: Helling Guards consisting of: Butcher, Skater, Armored, and Cooking Guards.

**Aim in life**: To obey Grögh. To hunt down, arrest and drive out terrorists, disperse the disobedient, atomise the deviant, punish the unbelieving and ensure respect for the Helling order.

**Friends**: Grögh. Feels Grögh is great, Grögh is god. Grögh is revered and must be protected at all costs.

**Allies**: Other guards.

**Enemies**: Any individual failing to respect the Helling law. Killer Vegetables and other spineless citizens.

### KILLER VEGETABLES

This is your classic case of vegetation gone mad! Victims of mutation from the dropped Tonic, the vegetables turn into Ed's most direct and lethal enemies. Carrots, Turnips, Corn, Mushrooms, Peppers, and Beans... these angry aggressors will stop at nothing to eradicate and exterminate including vicious acts of crushing, slicing, roasting, biting, and mashing their opponents! Vegetarians beware!

MUSHROOM    CORN    PEPPER

CARROT

# WORLD OF TONIC TROUBLE

Ed enters Earth on a Ski Slope, which will take him down to the South Plain. Ed's first objective will be to free the Doc. After Ed frees him, the Doc will send Ed on missions to collect certain items for him. With all of the required proper items in his possession, the Doc will then build a wacky machine to allow Ed to gain access to Grögh's Tower, where the Tonic Can is locked away.

Each mission requires Ed to find six objects hidden in a world. After procuring each full set, Ed must return to the Doc in the South Plain to get his next mission.

Each of the worlds will be accessible from the South Plain as the game progresses.



### SKI SLOPE

Time to hit the slopes whether you're ready or not!  While sliding down this majestic mountain you'll find dark tunnels, tight turns, ravines and secret passages!  It's a frantic race against the clock! Can you beat the record? Hint: Make sure your frisbee is well waxed!



### SOUTH PLAIN

These sprawling green meadows are the central region where all worlds collide. It is in the South Plain that Ed will acquire new powers, fight foes, and will find precious information for the accomplishment of his quest.  Don't loose your way back!



### DOC'S CAVE

Somewhere buried in the Earth there is a land with a hidden lava river, deep ravines, perilous platforms, and a strange old man who must be rescued. Listen to this wise old friend, search for the many keys, and most importantly, eat the popcorn!

### VEGETABLES HEADQUARTER

Roaming with vengeful carrots, evil bean sprouts, enormous flame-blowing peppers, somersaulting tomatoes, pompous onions, and treacherous turnips. This world has all the elements to make our hero have a serious case of indigestion.



### NORTH PLAIN

Grogh's shadow lurks behind the North Castle, the planets are awakening, meteorites are falling, and the Guards are restless. A blend of action and mystery awaits you at the Blowpipe Temple.



### CANYON

Don't ever be afraid to fly! Glide through hot lava and whirlwinds, while trying to avoid shooting Guards! And as soon as you have a chance to breathe, you should be back in the South Plain. Spread your wings (or bow-tie)!



### GLACIER COCKTAIL

A Water and Ice Universe where strange Guards roam about icy sangria-filled rivers. There is a mystery in the air... but sometimes breaking the ice with the enemy is the practical thing to do!
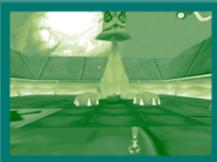
### PYRAMID

Sometimes action is not always the obvious solution! The mysteries of the Pyramid are awaiting the adventurer who won't be outsmarted by the elaborate tricks and traps! Will Ed succeed in transformations that will lead him to succeed in his quest? Don't call for your " Mummy " unless you really mean it!



### PRESSURE COOKER

The screeching of metal, the creaking of the wood, and some hysterical Guards taunting you... a simple yet effective re-cipe concocted to stir up the mind of the most daring of players... get ready to dunk for a real challenge!
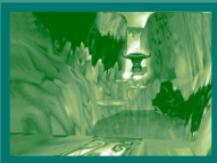


### GRÖGH'S KINGDOM

In this distant and inaccessible hideout, Ed will have to face Grögh's Men in order to open the way to victory. Can Ed out-smart the Guards? Destiny awaits. Good luck Ed!



### CRAZY TOWER

The Hourglass has been turned upside down, so all bets are off, and anything goes! Pursued by the Grögh Tower, Ed must conquer the many obstacles he encounters without losing valuable time! Get set, ready... Go!

# OBJECTS AND BONUSES TO COLLECT

## BONUS TO BE PICKED UP

The large thermometer found on the left-hand side of your screen indicates your life points.

**You will need to:**

1- Increase its capacity by gathering small thermometers. A collection of 10 thermometers allows you to increase the large thermometer capacity by one notch. There are 10 small thermometers available per world.

2- Fill the large thermometer with mercury drops. Gathering a collection of mercury drops allows you to raise the mercury level by one notch.

3- Gathering the golden Ed heads increases Ed's number of lives.

If Ed gets hit by an obstacle, he loses one notch of mercury.

If there is no mercury left in the thermometer, Ed loses one life.
If Ed runs out of lives and mercury, he dies! How terrible!

**Bonus**:
If you want to defy Grögh, collect as many as you can on your way. Otherwise, you will not be able to enter his domain.

**Bees**:
Collect beehives to increase the amount of bees you have. Bees are the ammunition needed to use the blowpipe, one of Ed's most effective weapons.

**Doc's objects**:
These are the objects that the Doc asks Ed to find.

There are 12 different levels in Tonic Trouble. The ultimate goal is for Ed to find Grögh's tower and retrieve the mystical Tonic can that he accidentally dropped on the Earth.

The game is divided into three smaller objectives:
1- Ed has to free the Doc
2- Ed must find certain items for the Doc so that the Doc can build a machine to send Ed to Grögh's tower
3- Ed must defeat Grögh and his guards

## FREEING THE DOC

At the beginning of the game, Ed is at the top of a mountain. At this point, Ed has neither power or weapon. His only option is to go down the ski slope. When he arrives at the bottom of the ski slope, he finds the South Plain.

The player's goal is to help Ed find the Doc's cave, enter it, and free the Doc. Ed must explore the cave and defeat the Robot Suitcase to free the Doc. By doing so, he gets his first weapon: The stick.

## COLLECTING ITEMS FOR THE DOC

Once the player has freed the Doc, the Doc brings Ed to the South Plain, where his house and workshop are located, and explains that if he finds certain items, he will help Ed enter Grögh's Tower. The Doc asks Ed to find six sets of six items to build his machine.

Each time Ed brings a complete set to the Doc, the Doc provides him with a new invention:
A new power or weapon for Ed.

With this new power or weapon Ed can:
- access a new map
- access certain parts of the previous maps which he could not access before (secret passages, other items)
- overcome enemies or obstacles using new skills, weaponry or actions

## OBJECTS TO COLLECT AND THEIR POWERS THAT ED WILL RECEIVE

1- Defeating the Robot Suitcase gives Ed the stick and access to the Vegetable Headquarter level.

2- Retrieving the complete set of six springs from the Vegetable's Headquarter level gives Ed the blowpipe and access to the North level.

3- Retrieving the complete set of six pinwheels from the North level gives Ed the ability to use his bow tie to fly and access to the Canyon level.

4- Retrieving the complete set of six jumping stones from the Canyon level gives Ed the glass jar for enhanced swimming abilities and access to the Glacier Cocktail level.

5- Retrieving the complete set of six feathers from the Cocktail Glacier level gives Ed the chameleon belt, allowing him to take the appearance of someone or something else and access to the Pyramids level.

6- Retrieve the complete set of six dominoes from the Pyramids level gives Ed the enhanced stick and access to the Pressure Cooker level.

7- Retrieving the complete set of six piggy banks from the Pressure Cooker level gives Ed access to Grögh's Headquarters (thanks to the Doc's machine, which is now ready).

8- Finding 80% or more of the bonuses collected in all maps will give Ed access to the Bonus map.

## DEFEATING GRÖGH AND HIS GUARDS

Once Ed has brought all the items to the Doc, the Doc uses his machine to allow Ed to enter Grögh's headquarters. Here Ed's goal is simple: He must access the tower (which is protected by an army of Grögh's guards) and then defeat Grögh.

But before he can fight Grögh, Ed will first have to defeat the huge Tower in which Grögh established his headquarters. A wild track race and a final fight against the Big Boss Tower will allow Ed to fight Grögh. By defeating him, he will be able to get hold of the Tonic can again.

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**Project Managers**: François Mahieu & Sandrine Polegato

**Production Coordinator**: Stéphane Grefford

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**Animation/Lead Animators**:
Philippe Arseneau Bussières, François Côté, Jennifer Dickie, Jamie Helman, Sean Leblanc, Francois Laperriere, Michael Linington, Joseph Nasrallah, Valérie Pouyanne, Allan Treitz

**Sound/Sound Producer**: Didier Lord

**Production and Localisazion Manager**: Coralie Martin

**Post-Production Manager**: Sylvain Brunet

**Sound Engineer**: Olivier Mortier

**Sound Designers**: Christine Chosson & Ida Yebra

# CUSTOMER SERVICE POLICIES

### + TECHNICAL SUPPORT

For information on Tonic Trouble Customer Service policies,
please call our Customer Service toll-free line
at 1-800-UBI-SOFT (1-800-824-7638) or (514) 490-0887

## TECHNICAL SUPPORT

If you have technical problems with Tonic Trouble
or any other Ubi Soft product,
 please call our Technical Support line toll-free
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